

SEGA™

CD
SEGA
CD

THIRD WORLD WAR™



ECONOMIC POLICIES

FOREIGN INVESTMENTS

AID ECONOMY

AID TERROR

AID REVOLUTION

INTERNATIONAL RELATIONS

NON-AGGRESSION PACT

SECURITY TREATY

TRADE AGREEMENT

POPULATION: 2230008

GNP: 568100K

SUPP. FOR GOV.: 50%

NAT. MORALE: 58%

LEVEL OF
LAW & ORDER: 43%

LEVEL OF
INTL. TRUST: 68%

BUDGET AVAIL.: 74808



Extreme
ENTERTAINMENT GROUP™

Rated by V.R.C.™

MA-13

Parental Discretion
Advised.

Mature Audiences

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



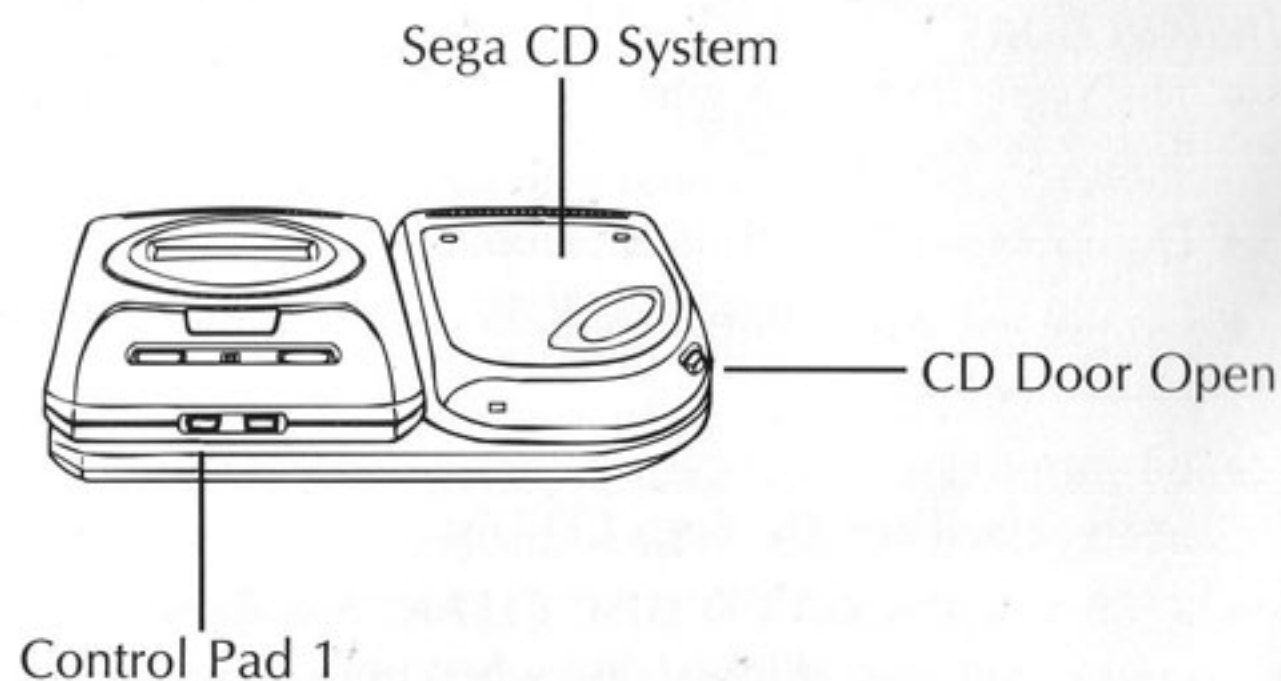
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

HANDLING YOUR SEGA CD Disc

Instructions

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.

CONTENTS: GETTING STARTED



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the Reset Button and the disc tray will open.
4. Carefully place your **THIRD WORLD WAR™** CD game disc in the Sega CD System with the label-side facing Up. Press the Start Button to close the tray and begin play.

INTRODUCTION

The world has changed dramatically in the 1990s. Developed nations are seeking to reduce arms, and the polarizations of the Cold War that spanned over a half century are beginning to crumble.

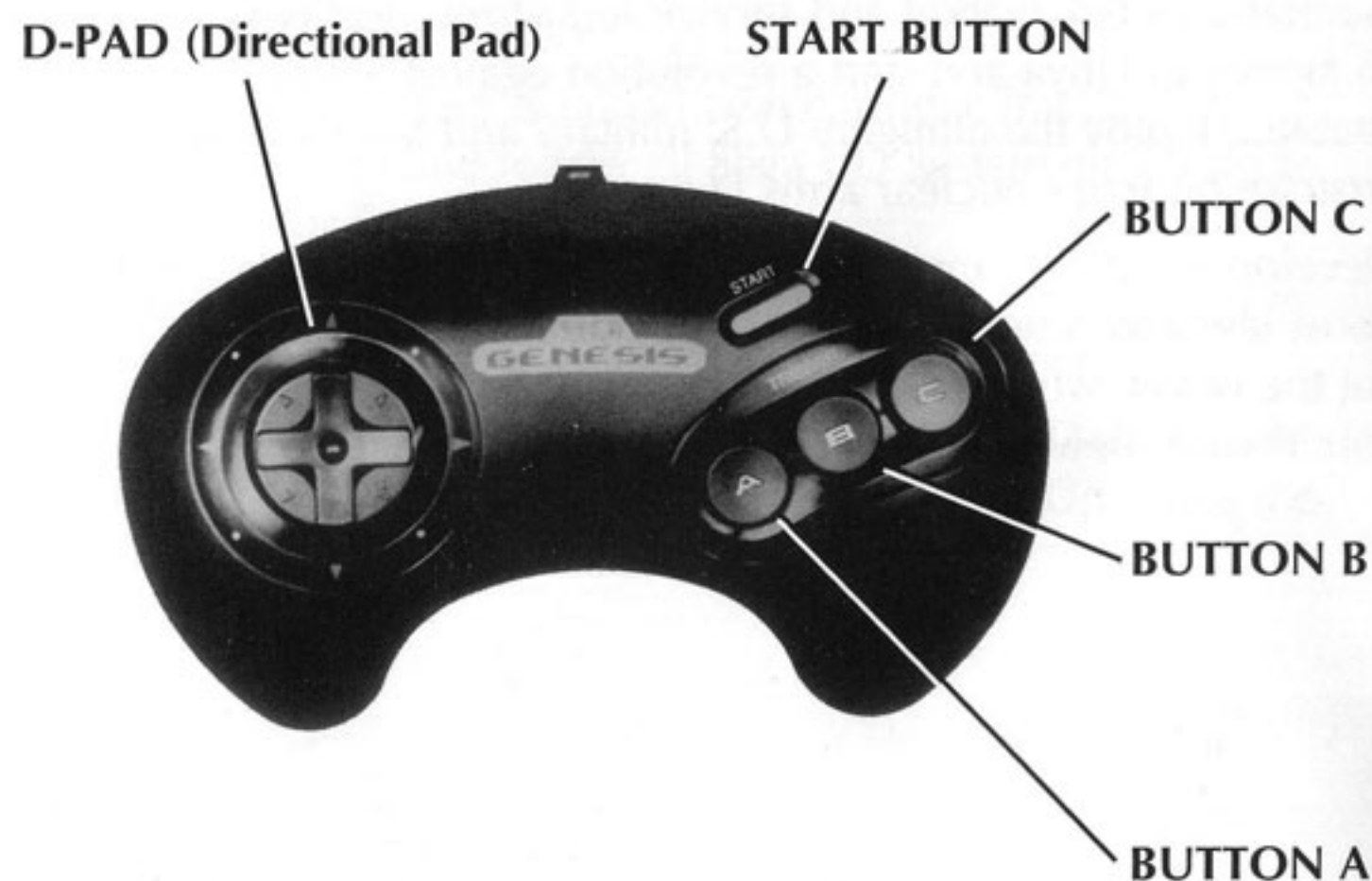
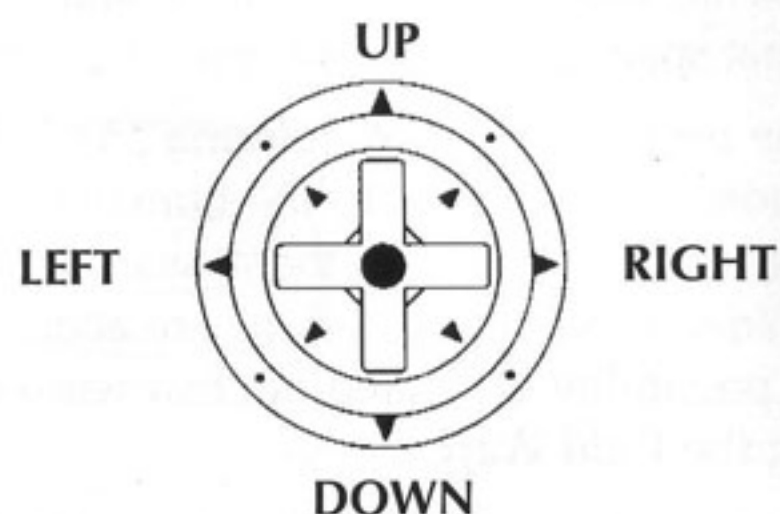
But the problems of race, religion and economics loom large, posing enormous obstacles to the human race. Without the old Cold War structures to contain them, wars are raging in every region of the planet. Developing nations are acquiring nuclear capabilities. Is the possibility of limited nuclear war even greater today than during the Cold War?

Only you can answer that question...Mr. President! Take full control of any of 16 nations and rewrite history according to your own rules. Be Japan and use your economic prowess to overtake Germany's stock market and service industries...fortify your terrorist armies in Libya and start a revolution against Saudi Arabia...deploy the almighty U.S. military and launch a full-scale airstrike on Iraq's nuclear arms factories...

Develop industries, make foreign investments, conclude treaties, boost law and order, stimulate international relations... You've got the whole world in your hands—and the big red button under your thumb. Beware! One wrong move could ignite World War III!

THE CONTROLLER

This manual refers to the following directions:



GAME CONTROL SUMMARY

Strategic Controls

<u>Button</u>	<u>Result</u>
D-Pad Right	Country/Menu selection; decrease value settings
D-Pad Left	Country/Menu selection; increase value settings
D-Pad Up	Country/Menu selection; increase value settings
D-Pad Down	Country/Menu selection; decrease value settings
Start Button	Start game/Indicate the end of a turn
Button A	Not used under most circumstances
Button B	Return to previous menu/bypass message lines and info screens
Button C	Select/Verify and takes you to next menu

Combative Controls

<u>Button</u>	<u>Result</u>
D-Pad	Controls cursor movement
Start Button	Pause game
Button A + D-Pad	Scrolls the game map
Button B	Cancel
Button C	Select/Verify/Open windows

MENU SCREEN



Press the **START BUTTON** during the demo screen to call up the **Menu Screen**. To make a selection under the **Menu Screen**, press the **D-PAD UP** or **DOWN** to highlight a selection and press the **START BUTTON** or **BUTTON C** to enter your selection. The following is a list of options available on the **Menu Screen**.

Load Game

Here you can continue play on a previously saved game.

New Game

This allows you to start a new game.

Options

Here you can re-configure the button assignments or choose to sample the various background music (BGM) tracks in the game.

LOAD GAME

Toggle **LEFT** or **RIGHT** with **D-PAD** to highlight **LOAD** and press **BUTTON C**. A pink frame will stop flashing, indicating that the **LOAD** command has been selected. Scroll **UP** and **DOWN** through the files with the **D-PAD**, highlight the back-up data desired and press **BUTTON C** to load the data.

Press **BUTTON B** to cancel the command. Highlight **EXIT** and press **BUTTON C** to return to the **Menu Screen**.

OPTIONS MENU

Control Button Settings

This option allows you to re-configure the button assignments on your Control Pad by pressing **UP** or **DOWN** on the **D-PAD**. Press the **START BUTTON** to enter your new configurations and return to the **Options Menu**.

- Restarting or resetting the game will reset the controls to the original default controls. Saved games will keep the re-configured control settings.

CD Play

This option lets you listen to any music from the game—simply highlight the desired function and press the **START BUTTON**. The icons work just like your audio CD player. When you've finished listening to the tracks, highlight **EXIT** and press the **START BUTTON** or press **BUTTON B** to return to the **Options Menu**.



NEW GAME

Highlight **NEW GAME** and press the **START BUTTON**. Now you can choose a scenario.

Scenario Screen

To select a scenario, press the **D-PAD UP** or **D-PAD DOWN** to highlight the desired scenario and press the **START BUTTON** or **BUTTON C** to enter that selection. The following is a list of scenarios and their descriptions:

Scenario 1: The Third World War

This scenario simulates the current global environment. The United States has assumed the role of the only remaining superpower. Russia and China no longer have the economic means to maintain their military might. Japan, Germany, France, and the United Kingdom are fundamentally weak militarily, while Iraq, Libya, and South Africa are starting to make waves.

We suggest beginners start out playing the game as the United States.

Scenario 2: The Cold War

This is the last chapter in the Cold War. The polarization of the United States vs. Russia is established and both nations are becoming impoverished due to overspending on military expansion. Concentrate on domestic affairs and rebuild your nation if you want to succeed.

Scenario 3: War of the Pacific Powers

This scenario has Japan becoming a major superpower, having swallowed-up numerous ASEAN (Alliance of South East Asian Nations) nations. Battle lines have been drawn with East Asia pitted against North America. Aid to revolutionaries and terrorists of the hostile camps in the vassal states are especially effective in this scenario.



Scenario 4: Chaos

This scenario focuses on a situation where developed nations disarm while the developing nations attempt to fortify their military base. Iraq, Libya, South Africa, and India are currently in the process of building empires.

Scenario 5: The Economic Struggle

This scenario focuses on the role of economic warfare in the global environment. Rather than concentrating on military might, nations plot to overtake the world with their economic prowess.

If you are a beginner, you may want to start as Japan, Germany, or the United States.

Nation Select Screen



To choose a nation, scroll through the list of 16 countries by pressing your **D-PAD UP**, **D-PAD DOWN**, **LEFT**, or **RIGHT**. The country name, national flag, and geographic territory of the nation will appear on the screen. When the nation of choice is displayed (highlighted on the World Map), press the **START BUTTON** or **BUTTON C** to enter your nation selection and begin play.



NATION SELECTION MENU

The following is a list of 16 countries—40 areas in all—that you can play/control in the game.

<u>Nation</u>	<u>Description</u>
United States	Easily favored to obtain military and/or economic world domination. The U.S. is a good nation choice for beginners.
Russia	Russia has all the makings of becoming a world dominator.
Japan	While in the shadow of other great empires, Japan has great potential for achieving economic world domination.
Germany	Being well-balanced economically and militarily, Germany is a nation very capable of world domination.
China	Population is China's main strength. Your naval forces are slightly weak, so avoid attacks by amphibious landing.
France	France is a nation of average development. Concentrate your efforts on economic investments.
United Kingdom	Use the strengths of an island nation to increase your naval powers.



India	Be careful with your expansion. Hostile camps exist in every direction.
South Africa	South Africa's geographic position is its strength.
Brazil	First conquer South America. Then set your sights on the rest of the world.
Australia	Focus on domestic affairs first, then put all your energies into developing national wealth and military strength.
Canada	Canada is a relatively stable area. Focusing on domestic affairs is the way for this country to gain power.
Iraq	International distrust for Iraq doesn't affect the nation's performance. Don't hesitate to launch as many attacks and invasions as possible.
Israel	Israel takes pride in being the greatest military power in the Middle East. You should be aggressive in military invasions.
Saudi Arabia	An arms buildup is urgently needed. An all-out war with neighboring Iraq is long overdue.
Libya	Support terrorist factions and revolutionaries to pave your way to victory.

Main Menu

MILT	ECON	INTL	NATL	INFO	OPT.
APR 1995	U. S. A.	MILT 5	ECON 5		
		POPULATION	223000K		
		GNP	5681.0B		
		SUPPORT FOR GOV.	58%		
		NATIONAL MORALE	58%		
		LEVEL OF LAW & ORDER	43%		
		LEVEL OF INTL TRUST	68%		
		BUDGET AVAILABLE	65.0B		
ARMY>2518		NAVY>331	AIR>4118	SPACE>88	
COMMANDS REMAINING:4					

The **Main Menu** is where you'll find the following:

COMMAND MENU

Use this menu when you want to issue a command.

MILT/ECON

The numbers displayed here indicate the number of areas you have conquered.

POPULATION

Your country's population will increase yearly. Your population will decrease based on world events, such as attacks on your cities.

GNP

The Gross National Product (GNP) will affect the amount of income available per month. You can increase the funds available by selecting **DEVELOP INDUSTRY** on the **National Command Menu**.

SUPPORT FOR GOVERNMENT

Public support for the government is represented by a percentage. This figure directly affects the yearly increase of your GNP. You can increase funds by using the **MANIPULATE MEDIA** command on the **National Command Menu**.

NATIONAL MORALE

Represented by a percentage, this figure will affect the amount of income available to you each month. You can increase funds by using the **INCREASE TAX AUDITS** on the **National Command Menu**.

LEVEL OF LAW AND ORDER

Represented by a percentage. Choose **BOOST LAW AND ORDER** on the **National Command Menu** to increase your nation's domestic stability.

LEVEL OF INTERNATIONAL TRUST

Represented by a percentage, this figure will be affected by how you use **TREATIES** and **COVERT OPERATIONS** commands on the **International Command Menu**.

BUDGET AVAILABLE

This represents the total funds available to your nation.

MILITARY STRENGTH

This displays how many military units you have at your command. Each nation has Ground, Naval, Air, and Satellite Forces available as its armed forces.



MAIN MENU (CONT'D)



The world map appears when:

- you indicate the target location for the commands;
- you have completed a month's worth of commands and finished your turn.

As in real life, crises can happen at any moment. The Info Line provides you with up-to-the-minute information on critical events taking place around the world (natural disasters, wars, sanctions, etc.).



USING THE COMMAND MENU

Press the **D-PAD LEFT** and **RIGHT** to cycle through the commands on the **Command Menu** and press **BUTTON C** to call up the sub-menu for that command. Press the **D-PAD UP** and **DOWN** to scroll through the sub-menu and press **BUTTON C** for sub-menu commands. **BUTTON B** will take you back to the previous menu.

To increase or decrease the digit values of any item in the sub-menu, press **BUTTON C** to position the cursor accordingly and move the **D-PAD UP** or **DOWN** (move the **D-PAD LEFT** or **RIGHT** to add or subtract digits). When you've completed entering the correct amount, press **BUTTON C**. Once you've entered all your commands, the **Confirm Command Menu** will appear. Highlight **YES** and press **BUTTON C** to continue play.

When you have finished your turn, press the **START BUTTON** while the **Command Menu** is open, or open the **Option Info Command Menu** and select **END TURN**.

The number of commands available per month depends upon the number of regions/areas your nation occupies. Initially, you will be allotted three commands per turn. If you have five regions or more, you will start out with four commands. The number of commands available per turn increase as your territory grows.

COMMAND MENU AND SUB-MENU

MILITARY	CON	INTL	NATL	INFO	OPT.
RECRUIT TROOPS	U. S. A.	MILT	SECON	5	
DEVELOP WEAPONS		POPULATION	223888K		
FORM UNITS		GNP	5681.88		
SUPPORT FORCES		SUPPORT FOR GOV.	58%		
DEPLOY ABROAD		INTERNATIONAL MORALE	58%		
AIR STRIKES		LEVEL OF LAW & ORDER	43%		
		LEVEL OF INTL TRUST	68%		
		BUDGET AVAILABLE	65.88		
ARMY>2510NAVY> 331AIR>4118SPACE> 88		COMMANDS REMAINING:4			

The following is a list of commands and their corresponding sub-commands:

Command Menu

MILT

Sub-Commands Available

RECRUIT TROOPS
DEVELOP WEAPONS
FORM UNITS
SUPPORT FORCES
DEPLOY ABROAD
AIR STRIKES

ECON

FOREIGN INVESTMENT
ECONOMIC AID
AID TERRORISM
AID REVOLUTIONS

INTL

FORM TREATIES
COVERT OPERATIONS

NATL

DEVELOP INDUSTRY
INCREASE TAX AUDITS
BOOST LAW & ORDER
MANIPULATE MEDIA

INFO

GNP
MILITARY STRENGTH
INTERNATIONAL RELATIONS

OPT.

FILE COMMANDS
MUSIC ON/OFF
END TURN

MILITARY COMMANDS

These commands relate to military units available and are used mainly to secure military control. If another country holds any interests in the nation you've just conquered, those interests will become null and void.

Remember: Your nation usually receives \$800 million per month for any nation it economically dominates. Any military damage (in dollar amounts) you inflict on a nation during a military invasion will be deducted from this monthly revenue until you have paid for all damages. Damages from a military invasion usually far exceed the amount you will receive from your occupation; thus you may not see an invasion payoff for many years.

Recruit Troops

- Maximum number of soldiers available to recruit—50,000
- Maximum amount available for advertising—\$10 billion

Weaponry alone will not help the armed forces to operate. You must also assign military personnel to each unit. The larger your advertising budget, the more troops you can raise without affecting national resources. Beware—if you attempt to conscript large numbers of soldiers, it will severely affect your national resources, including GNP, Level of International Trust and Level of Government Support.

Develop Weapons

If you allocate a budget for the research and development of a new weapon (when a new weapon appears on your list of weapons to develop), you will be able to manufacture and build that weapon.



MILITARY COMMANDS (CONT'D)

Super Weapons

It is very important to develop Super Weapons. These weapons will augment and improve your current arsenal. Once developed, you have an unlimited amount of Super Weapons. The following Super Weapons are available:

AERIAL SURVEILLANCE SYSTEM (AS SYSTEM)

Detects enemy air force movement. Effective in both amphibious landings and army battles to increase defenses against enemy air forces.

OCEAN SURVEILLANCE SYSTEM (OS SYSTEM)

Detects enemy's naval movements. Effective in both amphibious landings and army battles to increase defenses against the enemy's navy.

EARLY WARNING SYSTEM (EW SYSTEM)

Allows you to detect an enemy attack earlier (thus enabling you to have more troops in the overseas territories when the enemy attacks).

SURFACE-TO-SHIP ATTACK SYSTEM (SSA SYSTEM)

Increases offensive capabilities against enemy ships.

AEGIS SYSTEM

Increases defensive capabilities against an enemy's navy.

STEALTH TECHNOLOGY (STEALTH TEC.)

Increases offensive capabilities against enemy air forces.

ANTI-AIR LASER SYSTEM (AAL SYSTEM)

Decreases accuracy of an enemy's laser attacks.

EMP WEAPON

Decreases an enemy's early detection capabilities.



ANTI-SATELLITE ATTACK SYSTEM (ASA SYSTEM)

Increases the offensive capabilities of your satellites.

SUPERCONDUCTOR TECHNOLOGY (SCON TEC.)

Detects enemy attacks early. Also provides greater ability of avoiding enemy support force bullets during ground combat.

POWERED SUIT

Increases overall offensive power.

ORBITING SPACE SHIP UNIT (OSS UNIT)

Slightly decreases enemy's early detection capabilities.

SPACE CRUISER

Increases overall defensive strength by four times.

ESPER UNIT

Decreases enemy's early detection ability and doubles your nation's offensive and defensive abilities.

Remember: If the enemy has the same weapons, the effectiveness of yours may be reduced.

Form Units

- A maximum of 20 units may be formed (only 16 of which can be deployed overseas).
- A maximum of 4,080 vehicles may be constructed.
- A maximum of 255,000 troops may be raised.

If there is a surplus in your contingency fund, you should prepare for emergency situations and equip your military accordingly. Purchasing weapons can be conducted under the guise of forming units. To purchase a weapon, select the weapon in the window, input a dollar amount and make your purchase.

Remember: If you are short on the number of soldiers you have, you may not be able to use all the weapons available.



MILITARY COMMANDS (CONT'D)

Support Forces

This allows you to build up all military weaponry (naval, air and satellite forces)—except ground/armed forces. Armed forces alone are not your only military strength. When you wage war on a nation outside the geographic regions you control, it's necessary to use naval forces. If you use air and satellite forces against them, your casualties will be fewer.

Remember: Weapons that have not completed research and development cannot be built and used.

The following is a list of Support Forces available to you:

AIRCRAFT CARRIERS

Used to deploy combat aircraft for amphibious landing operations. Depending upon the nation's military strength, it may be necessary to invest in research and development (**DEVELOP WEAPONS** under MILT COMMAND) prior to building a carrier.

SUBMARINES

Deploy for amphibious operation—mainly as a support force for ground combat. Submarines can always be built in **SUPPORT FORCES** under MILT COMMAND without any research and development.

OTHER WARSHIPS

Deploy for amphibious operation—mainly as a support force for ground combat. Warships can always be built in **SUPPORT FORCES** under MILT COMMAND without previously funding research and development.

COMBAT AIRCRAFT

Deploy for amphibious operation—mainly as a support force for ground combat. Combat aircraft can also be built in **SUPPORT FORCES** under MILT COMMAND without any research and development.



SPY SATELLITE

Using the spy satellite allows you to detect enemy attack earlier, so you can have more troops deployed—even in your overseas territory—when the enemy attacks. Support Force items should be purchased after research and development. They are very expensive, so don't deploy them during ground combat; the results are seldom worth the expense.

SPACE-TO-GROUND ATTACK SATELLITE (SGA SATELLITE)

This piece of weaponry attacks the indicated area on the ground battlefield. This item is also used for Air Strikes.

SPACE ATTACK SATELLITE (SA SATELLITE)

This piece enables you to use satellite support during ground combat.

ORBITING STATION

This satellite implements the capabilities of the other three satellites combined.

Deploy Abroad

This command allows you to wage war on another nation. This is a good command to use when you want to invest in a nation with a weak military base, or a powerful economy. To deploy troops abroad, you must specify the target nation and the number of troops you wish to deploy. Selection of the target nation is done on the **World Map Screen**. If you win the war with that nation, all economic control by other nations is null and void, and military control will be established by your nation.

If your military budget is low, you can still deploy troops, but this will cause your GNP to decline. (See *Going To Battle* on page 33 for more details on combat.)

MILITARY COMMANDS (CONT'D)

Air Strikes

Use air strikes to wage war without deploying your ground forces. If you launch a successful strike on an enemy target, that nation's economic power will decline, but your nation's level of international trust will also decline.

Remember: Strong nations have the power to counter strike. If your capital experiences severe damage from a massive enemy counter strike, the game may end.

The following are the Air Strike Weapons available (all of them affect a nation's GNP):

- **Chemical Weapons**
- **Nuclear Weapons**
- **Cruise Missiles**
- **ICBMs**
(Very powerful.)
- **Space-to-Ground (SGA) Attack Satellites**
(Less powerful than ICBMs, but more accurate. Also affect a nation's Military. These are also used for Support Force.)
- **Mass Weapons**
(A giant meteor. Also affects a nation's Military.)

ECONOMIC POLICIES

MIL	ECONOMIC POLICIES	NTL	NATL	INFO	OPT.
APR	FOREIGN INVEST	S. A.	MILT	SECON	5
ECONOMIC AID		POPULATION 223000K			
AID TERROR		GNP 5681.08			
AID REVOLUTN		SUPPORT FOR GOV. 50%			
		NATIONAL MORALE 58%			
		LEVEL OF LAW & ORDER 43%			
		LEVEL OF INTL TRUST 68%			
		BUDGET AVAILABLE 65.08			
ARMY>2510NAVY> 331AIR>4118SPACE> 88					
COMMANDS REMAINING:4					

These commands relate to economics and are used primarily for establishing economic control.

After selecting the target nation from the World Map, select the area you want to affect—stock market, real estate, manufacturing, or transportation and service industries—and then select the amount you wish to invest. Your success depends on the amount of the investment and the economic strength of the nation you wish to take over.

Remember: Your nation usually receives \$800 million per month for any nation it economically dominates. Any military damage (in dollar amounts) you inflict on a nation during a military invasion will be deducted from this monthly revenue until you have paid for all damages. Damages from a military invasion usually far exceed the amount you will receive from your occupation; thus you may not see an invasion payoff for many years.

Foreign Investment

This command allows you to attempt to conquer another nation economically. When you control all four areas—the stock market, real estate, manufacturing and the transportation and service industries—then and only then can you control that nation's economy. To invest abroad, you must indicate the nation you wish to invest in, industries you want to invest in and the amount of your



Economic Policies (CONT'D)

investment. The success rate of your endeavor will depend on the presence of economic control by other nations in the target country, the economic strength of the target country and the presence of your own nation's economic control in the target nation's industrial base. When control has been established in that industry, your nation's flag will be displayed there.

Economic Aid

This command will increase the economic strength of the country whose economy you already control. This doesn't mean that the monthly revenue you receive from the target nation will increase, but your protection from foreign investment by other countries will increase. If the economic strength of your newly acquired nation is too low, it may be acquired by another country.

Aid To Terrorism

This command will help you reduce the economic strength of a targeted nation and help weaken a country that is attempting to take economic control from you. When successful, the targeted nation's economic power will decline. The actual investment amount, the funds allocated to covert operations by both the attacking and defending nations and their levels of law and order, all figure into determining its rate of success.

Aid To Revolution

The result of this command is far more devastating than that of **AID TO TERRORISM**. Here, all your guerilla forces invade the target nation at the same time. If you succeed at this command, any other nations controlling various industries will crumble immediately and become neutral. Consequently, it is harder to succeed with this command than with the **AID TO TERRORISM** command. The actual investment amount, the funds allocated to covert operations by both the attacking and defending nations, and their levels of law and order, all figure into determining its rate of success.



INTERNATIONAL POLICIES

MILT	ECO	FOREIGN POLICY	ATL	INFO	OPT.
APR 1995	TREATIES		MILT SECON 5		
		COVERT OPERT	ILATION	223000K	
				5681.08	
			SUPPORT	50%	
			FOR GOV.	58%	
			NATIONAL	58%	
			MORALE		
			LEVEL OF	43%	
			LEVEL OF		
			INTL TRUST	68%	
			BUDGET		
			AVAILABLE	65.08	
ARMY>2510NAVY> 331AIR>4118SPACE> 88					
COMMANDS REMAINING:4					

Whether it's imperialism or peace you want, the etiquette of international politics states that you must make your position clear. Your nation's international policies can increase friendly relations with other nations, make requests for economic aid, begin destructive activities against other nations, etc.

Treaties

It costs nothing to make a treaty with another nation. In addition, it's wise to conclude treaties and establish friendly relations with nearby military superpowers. The success rate of treaty conclusion will change according to your own nation's level of international trust. The following is a list of treaties and their possible consequences:

Activity

Non-Aggression Pacts

Security Treaties

Trade Agreements

Economic Aid

Abrogate Treaty

Result

Most nations conclude these types of treaties in the early stages of the game.

If you have this treaty agreement, odds are you will not be attacked.

If successful, your budget will grow in the November turn.

If successful, \$5 billion will be added to your budget.

Cancels treaty.



INTERNATIONAL POLICIES (CONT'D)

Covert Operations

This command will cost you \$1 billion. Each nation has different strengths and weaknesses that will affect outcome.

Activity

Covert Economic Operations

Result

If successful, the GNP of the target nation drops.

Operations to Destroy Bases

If successful, the target nation's military base level declines.

DOMESTIC POLICIES

MILT	ECON	INT	DOMESTIC POLICY	WFO	OPT.
APR 1995	U.S.	DEVELOP INDUSTRY	1	5	5
		INCREASE TAX REV.	223000K		
		BOOST LAW/ORDR	5681.08		
		MANIPUL MEDIA	58%		
		LEVEL OF TRUST	43%		
		BUDGET AVAILABLE	65.08		
ARMY>2510NAVY> 331AIR>4118SPACE> 88					
COMMANDS REMAINING:4					

These commands affect domestic policy.

Develop Industry

- Maximum dollar amount available for Industrial investments—\$6,553.5 billion.

To establish a country's stability, it's important to strengthen the domestic economy. By investing in developing industries, your GNP will increase and your monthly revenues will grow greater. Even if it's a minimal amount, small investments will guarantee your nation a bright future. The **DEVELOP INDUSTRY** command requires a minimum investment. The minimum investment amount varies according to your nation's strength.



Increase Tax Audits

- Maximum dollar amount available for Audit investments—\$6,553.5 billion.

This command allows you to catch tax evaders and increase your tax base. There will be detractors, but the population will support your decision. National morale will increase as a result.

Boost Law & Order

- Maximum dollar amount available for Law & Order investments—\$6,553.5 billion.

This command boosts your nation's law and order. It helps increase your level of protection against terrorist and revolutionary attacks from Third World countries.

Manipulate Media

- Maximum dollar amount available for Media investments—\$6,553.5 billion.

This command allows you to explain government activities to your country in an effort to obtain public support.



INFORMATION



This command allows you to see a variety of information (military strengths, GNP, etc.) pertaining to the other nations in the game. Since accessing information costs you nothing, it's a good idea to keep abreast of this data as often as possible.

GNP

Gross National Product. The larger your GNP, the greater your tax base, the greater your budget.

Military Strength

Press the **D-PAD LEFT** or **RIGHT** to toggle through the various military forces of the nation listed—Ground Forces, Air Forces, Naval Forces, and Satellite Forces.



International Relations

This display shows what treaties exist for the nation highlighted. Non-aggression pacts, security treaties and trade agreements are listed for each of the 16 nations in the game.

Military Control

This displays each nation's area of military control. Your nation is blue, your allies are green, and all others appear in various shades of red. Areas you have conquered appear in a darker shade of your nation's color. Partial control is indicated by a lighter shade of these colors. Areas not yet under any control are displayed in gray.

Economic Control

This displays each nation's areas of economic control. Complete control of an area is indicated by a darker shade of the nation's color. Partial control is indicated by a lighter shade of the previously mentioned colors (see *Military Control*). Areas not yet under any control are displayed in gray.

OPTION



File Commands

This command allows you to save your data.

Music On

Select this to turn the music on.

Music Off

Select this to turn the music off.

End Turn

Select this to finish one month of activity. You can also end the month by pressing the **START BUTTON** at the Main Menu.

GOING TO BATTLE

Battle outcomes are based on the weapon attack strength, weapon count, and the commanders' abilities. When forces other than the army have won their battles against their enemy counterparts (for example, satellite forces vs. satellite forces), they will be able to act as support forces to assist in the army's battles.

Forces Comparison Screen

BAGHDAD		
ATTACKERS		DEFENDERS
8	SPY SATS	8
1300	PLANES	248
331	SHIPS	8
16	ARMIES	16
PRESS ANY KEY TO START	STOCKPILED WEAPONRY	

The following is a review of the **Forces Comparison Screen**.

National Flags: Flags of the attacking nation and the defending nation will be displayed.

Remember: If you press any button while on this screen, the game will automatically proceed to the next battle screen.



GOING TO BATTLE (CONT'D)

Landing Battle Screen



These type of battles are automatically resolved based on weaponry, and the commander's abilities. If you make a successful landing here, the game will progress to the combative stage of the game in the **3/4 View Battle Screen**. Your investment against super weapons pays off greatly here. It also means you might have a larger force, but may lose the battle depending on the enemy's super weapons capabilities. The following is a review of the **Landing Battle Screen**.

Flags: The flags of the attacking nation, the nation under attack and the battle location will be displayed.

Satellite Forces: The strength of the Satellite Forces will be represented as a number of icons displayed on a bar graph.

Air Forces: The strength of the Air Forces will be represented as a number of icons displayed on a bar graph.

Naval Forces: The strength of the Naval Forces will be represented as a number of icons displayed on a bar graph.

Ground Forces: The strength of the Ground Forces will be represented as a number of icons displayed on a bar graph.

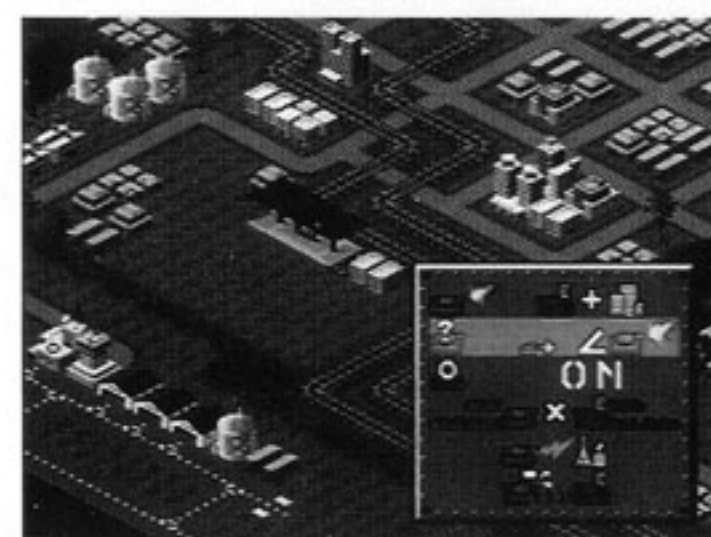
Bases: Only bases of the opposing nation will be displayed.

Video Clips: Animated scenes show advancement into enemy soil.

Visuals: Animated scenes will be displayed.



3/4 VIEW BATTLE SCREEN



You can engage in battle only if you have succeeded in landing your troops on enemy soil. A **3/4 View Battle Screen** will appear with the terrain of the conflict area. You must lead your army and supporting forces in an actual battle.

In battle, numerous methods of attack are available, from tank attacks and helicopter assaults to missile volleys and other related weapons.

Cursor: Use to specify a unit or an icon.

Damage Graph: This chronicles how many units you have available at any given time during battle. The maximum amount of units (helicopters, tanks, etc.) you can deploy in battle is 4,080. The number of units deployed will appear on the graph in blue. As you begin to lose units, the graph will gradually turn red. If you deploy all 4,080 units, the entire bar will appear blue.

Battle Command Menu

Once in the **3/4 View Battle Screen**, move your cursor over the map terrain (not on a tank or chopper) and press **BUTTON C** to call up the **Battle Command Menu**. Press **BUTTON B** to close the window.

1. Unit Commands

Attack enemy tanks and buildings.

Attack enemy tanks.

Cease-fire.



3/4 VIEW BATTLE SCREEN (CONT'D)

2. Unit Priorities

Fire first, move later.
Move first, fire later.

3. Damage Graph

ON—Damage graph will be displayed when attacked.
OFF—Damage graph will not be displayed.

4. Damage Status Report

Select this icon to get a damage report on the military units of both your country and enemy's.

5. Requesting Support Forces

Highlighting this icon will call naval, air and orbiting units in for support. Each support force can be called in only once during battle.

6. Retreat Command

Choose whether to attack or retreat.

Unit Command Menu

Place your cursor over a friendly tank or chopper and press **BUTTON C**. A **Command Unit Menu** for directing individual tanks and helicopters will appear.

The Command Window contains the following information:

1. Country of manufacture of weaponry
2. Type of tank or helicopter
3. Command to advance
4. Fire command
5. Command for whole unit to move together

Enemy Data Window

Place the cursor over an enemy tank or chopper and press **BUTTON C**. A window will then appear to display that tank or chopper's damage status, weapon type and country of manufacture.

When a tank or chopper is destroyed, it will disappear from the map. Eventually one side or the other will lose or retreat. These actions are considered losses, and the winning side will have secured the territory over which the battle was fought.



WINS AND LOSSES

Wins

A military victory is achieved when you've conquered 51 of the 85 areas with your military might.

An economic victory is achieved when you've conquered 60 of the 85 areas with your economic prowess.

Losses

Losses result when:

- Your nation is occupied by another country
- Nuclear war breaks out
- You have not achieved victory after 60 years (you will be forced to retire from active duty between 60 and 70 years)



ECONOMICS TABLE

The following is a list of the economic actions available to you, and their probable consequences:

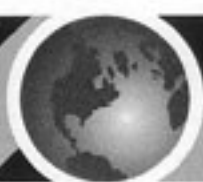
<u>Command</u>	<u>Effects as related to amount invested</u>
Foreign Investment	You need over \$1 billion to have any effect. With over a \$10 billion investment, the probability that the target nation's economic graph will drop is 80%.
Economic Aid	You need over \$100 million to have any effect. With over \$5 billion the probability of having positive results in the nation you've provided aid to is 20%.
Aid to Terrorism	You need over \$100 million to have any effect. Libya and Iraq have very high probability rates for success.
Aid to Revolutions	You need over \$5 billion to have any results. This percentage varies with each country.
Develop Industry	This figure varies according to the country's GNP. Possibilities exist with over a \$5 billion investment.
Increase Tax Audits	same as above
Boost Law & Order	same as above
Manipulate Media	same as above



MILITARY TABLES

The following is a diagram listing the maximum number of military units available for battle:

	<u>Attackers</u>	<u>Defenders</u>
ORBITING FORCES		
Spy satellites	250	250
Air-to-Ground Satellites	250	250
Air-to-Air Satellites	250	250
Orbiting Station	50	50
AIR FORCE	8,000	8,000
NAVY		
Air Craft Carriers	50	50
Submarines	250	250
Other	250	250
GROUND FORCES	4,080 x 16	4,080 x 16
BASES	cannot participate	cannot participate



MILITARY TABLES (CONT'D)

Remember: All figures are based on a scale of 1 through 99, with 99 being the most powerful or fastest.

BATTLE TANKS

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
001) ARTHUR BATTLE TANK	55	55	32	62	UK
002) MBT2000 BATTLE TANK	47	48	32	60	UK
003) SALVE BATTLE TANK	48	61	32	62	France
004) LECLERC2 BATTLE TANK	46	46	32	60	France
005) KAIZER BATTLE TANK	54	59	32	63	Germany
006) LEOPARD 3 BATTLE TANK	47	47	32	60	Germany
007) T-80L BATTLE TANK	40	41	30	58	Libya
008) PARDA BATTLE TANK	64	58	32	63	S. Africa
009) FST3 BATTLE TANK	66	64	32	63	Russia
010) FST2 BATTLE TANK	56	56	32	60	Russia
011) BEIJING BATTLE TANK	32	35	30	58	China
012) TYPE 100 BATTLE TANK	60	57	32	60	Japan
013) KRISHNA BATTLE TANK	54	54	32	62	India
014) SWAMI BATTLE TANK	48	48	32	60	India
015) WODIN BATTLE TANK	37	62	32	62	Australia
016) LITTLE JOHN BATTLE TANK	64	66	32	62	USA
017) M1A1 BATTLE TANK	62	55	32	59	USA
018) GRIZZLY BATTLE TANK	56	57	32	53	Canada
019) D. NIKOR BATTLE TANK	56	51	32	60	Canada
020) ATLAS BATTLE TANK	56	52	32	63	Brazil
021) RIO BATTLE TANK	40	38	30	58	Brazil
022) SOLOMON BATTLE TANK	55	59	32	62	Israel
023) CRESCENT BATTLE TANK	56	55	32	62	Iraq
024) A SHEIK BATTLE TANK	51	51	32	60	Iraq



ARMORED PERSONNEL CARRIERS (APC)

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
025) PHOENIX ARMORED PERSONNEL CARRIER	56	28	37	43	UK
026) BEN HUR ARMORED PERSONNEL CARRIER	20	21	35	62	UK
027) KITTY ARMORED PERSONNEL CARRIER	16	15	32	59	UK
028) SORTIE 2 ARMORED PERSONNEL CARRIER	21	23	35	64	France
029) SORTIE ARMORED PERSONNEL CARRIER	09	18	35	63	France
030) RAUS ARMORED PERSONNEL CARRIER	48	19	36	41	Germany
031) BRDM2I ARMORED PERSONNEL CARRIER	50	15	33	38	Libya
032) ZULU ARMORED PERSONNEL CARRIER	52	21	36	41	S. Africa
033) BAOBAB ARMORED PERSONNEL CARRIER	48	17	34	38	S. Africa
034) NICHOLAI ARMORED PERSONNEL CARRIER	52	25	36	41	Russia
035) BRDM3 ARMORED PERSONNEL CARRIER	48	18	34	38	Russia
036) NANJING ARMORED PERSONNEL CARRIER	53	13	33	39	China
037) SHIVA ARMORED PERSONNEL CARRIER	48	17	34	38	India
038) PYTHON ARMORED PERSONNEL CARRIER	16	30	37	63	Australia
039) AUSSIE ARMORED PERSONNEL CARRIER	52	20	36	41	Australia
040) WOMBAT ARMORED PERSONNEL CARRIER	48	18	34	38	Australia
041) SCORCHER ARMORED PERSONNEL CARRIER	24	29	37	63	USA
042) NAVAJO ARMORED PERSONNEL CARRIER	36	20	37	41	USA
043) TALIGENT ARMORED PERSONNEL CARRIER	56	24	36	43	Canada
044) MOHAWK ARMORED PERSONNEL CARRIER	20	19	35	62	Canada
045) MASH ARMORED PERSONNEL CARRIER	16	15	32	59	Canada
046) PICARO ARMORED PERSONNEL CARRIER	23	23	35	63	Brazil
047) PARANA ARMORED PERSONNEL CARRIER	14	14	32	59	Brazil
048) JEDI ARMORED PERSONNEL CARRIER	16	16	33	59	Israel
049) KOR ARMORED PERSONNEL CARRIER	50	18	34	38	Saudi Arabia
050) ZHADAN ARMORED PERSONNEL CARRIER	56	25	36	43	Iraq
051) SCIMITAR ARMORED PERSONNEL CARRIER	08	14	36	61	Iraq
052) MINARET ARMORED PERSONNEL CARRIER	50	14	33	39	Iraq
053) SAINT-2 ARMORED PERSONNEL CARRIER	32	20	34	44	UK
054) SAINT ARMORED PERSONNEL CARRIER	29	16	34	43	UK
055) FREEDOM ARMORED PERSONNEL CARRIER	28	13	31	40	UK

MILITARY TABLES (CONT'D)

ARMORED PERSONNEL CARRIERS (APC) (CON'T)

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
056) SALUT ARMORED PERSONNEL CARRIER	20	18	34	54	France
057) GENDARME ARMORED PERSONNEL CARRIER	12	15	34	54	France
058) BMP-2L ARMORED PERSONNEL CARRIER	18	08	31	50	Libya
059) KUDO ARMORED PERSONNEL CARRIER	28	12	31	40	S. Africa
060) KIROV ARMORED PERSONNEL CARRIER	47	16	34	44	Russia
061) TAICHI ARMORED PERSONNEL CARRIER	24	11	31	39	China
062) SAHIB ARMORED PERSONNEL CARRIER	28	13	31	39	India
063) OUTBACK ARMORED PERSONNEL CARRIER	16	14	30	50	Australia
064) GALLOP ARMORED PERSONNEL CARRIER	34	21	32	44	USA
065) M2A2 ARMORED PERSONNEL CARRIER	32	16	30	43	USA
066) PONY ARMORED PERSONNEL CARRIER	36	17	34	44	Canada
067) VICTORIA ARMORED PERSONNEL CARRIER	32	15	34	44	Canada
068) KAYAK ARMORED PERSONNEL CARRIER	10	08	29	49	Canada
069) OCELOT ARMORED PERSONNEL CARRIER	30	16	34	44	Brazil
070) SABRA ARMORED PERSONNEL CARRIER	16	13	34	54	Israel
071) JIHAD ARMORED PERSONNEL CARRIER	26	13	32	39	Iraq

SELF-PROPELLED GUNS (SPG), ROCKET LAUNCHERS, AND HOWITZERS

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
072) LIBERANT ROCKET LAUNCHER	29	20	36	22	UK
073) EXECUTOR ROCKET LAUNCHER	20	16	35	22	UK
074) VILAIN HOWITZER	30	18	36	24	France
075) DOMMAGE ROCKET LAUNCHER	21	16	35	22	France
076) AUF-2 HOWITZER	12	14	32	29	France
077) VEGA ROCKET LAUNCHER	19	16	35	22	Germany
078) OBOE ROCKET LAUNCHER	32	16	35	24	Russia
079) FUJIYAMA ROCKET LAUNCHER	32	19	36	24	Japan
080) SITAR ROCKET LAUNCHER	21	16	35	22	India
081) OMEGA ROCKET LAUNCHER	28	18	35	24	Australia
082) EPSILON ROCKET LAUNCHER	04	13	37	29	Australia
083) MLRS2 ROCKET LAUNCHER	34	13	35	22	USA
084) MAPLE ROCKET LAUNCHER	16	15	35	23	Canada
085) PANTHEON ROCKET LAUNCHER	18	18	35	24	Brazil
086) ORPHEUS ROCKET LAUNCHER	20	16	35	22	Brazil
087) HAIFA ROCKET LAUNCHER	14	13	35	23	Israel
088) ZIGGURAT ROCKET LAUNCHER	23	18	36	24	Iraq
089) IMAM ROCKET LAUNCHER	20	15	35	22	Iraq



MILITARY TABLES (CONT'D)

SURFACE-TO-AIR MISSILES (SAMS) & ANTI-AIR GUNS (AAG)

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
090) GAUNTLET SURFACE-TO-AIR MISSILE	27	18	37	43	UK
091) PHOBOS SURFACE-TO-AIR MISSILE	28	15	36	41	UK
092) OMBRELLE SURFACE-TO-AIR MISSILE	36	18	37	43	France
093) TOUX ANTI-AIR GUN	18	15	36	51	France
094) PHALANX ANTI-AIR GUN	22	19	37	53	Germany
095) GORGON SURFACE-TO-AIR MISSILE	28	13	36	41	Germany
096) ANS SURFACE-TO-AIR MISSILE	24	13	35	42	China
097) YAK ANTI-AIR GUN	15	12	33	49	China
098) SUTRA SURFACE-TO-AIR MISSILE	31	17	37	43	India
099) SADU SURFACE-TO-AIR MISSILE	25	16	36	41	India
100) BADET ANTI-AIR GUN	13	13	34	48	India
101) AN ADATS SURFACE-TO-AIR MISSILE	28	16	36	41	USA
102) ODEON SURFACE-TO-AIR MISSILE	28	12	36	41	Canada
103) ORION SURFACE-TO-AIR MISSILE	22	18	37	43	Brazil
104) TEL AVIV SURFACE-TO-AIR MISSILE	12	19	37	43	Israel
105) ARON SURFACE-TO-AIR MISSILE	28	16	36	41	Israel
106) MAR SURFACE-TO-AIR MISSILE	28	13	36	41	Iraq



HELICOPTERS

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
107) GAZELLE 2 HELICOPTER	62	28	90	50	UK
108) TAMARIN HELICOPTER	63	30	96	50	France
109) SPECTRE HELICOPTER	48	22	74	43	France
110) LORELAI HELICOPTER	66	30	97	50	Germany
111) PAH-2 HELICOPTER	56	27	89	50	Germany
112) LOIRA HELICOPTER	56	22	74	43	S. Africa
113) Ka50 HELICOPTER	60	26	85	49	Russia
114) LUXEI HELICOPTER	60	24	79	49	China
115) KAMIKAZE HELICOPTER	72	31	99	50	Japan
116) VEDA HELICOPTER	60	27	89	50	India
117) PANGA HELICOPTER	50	24	80	44	India
118) LONGBOW HELICOPTER	60	26	86	49	USA
119) PERSEUS HELICOPTER	74	32	99	50	Canada
120) RAMBO HELICOPTER	56	24	79	43	Canada
121) AMIGO HELICOPTER	64	29	95	50	Brazil
122) PLEIADES HELICOPTER	56	27	87	50	Brazil
123) SHALLA HELICOPTER	56	29	97	50	Israel
124) HAVA HELICOPTER	56	28	91	49	Israel
125) VIJA HELICOPTER	40	22	72	41	Iraq
126) DAISETSU SURFACE-TO-AIR MISSILE	17	12	40	50	Japan

MILITARY TABLES [CONT'D]

BATTLE TANKS

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
127) MBT 80 BATTLE TANK	40	40	30	52	UK
128) Mk5 BATTLE TANK	32	32	27	52	UK
129) Mk13 BATTLE TANK	28	26	25	51	UK
130) LECLERC BATTLE TANK	40	40	30	52	France
131) AMX-30 BATTLE TANK	32	32	27	52	France
132) LEOPARD 2 BATTLE TANK	40	40	30	52	Germany
133) LEOPARD 1A4 BATTLE TANK	32	32	27	52	Germany
134) T-55 BATTLE TANK	28	26	25	53	Russia
135) T-72 BATTLE TANK	32	32	27	52	Russia
136) MERKAVA BATTLE TANK	40	40	30	52	Israel
137) T-80 BATTLE TANK	40	40	30	52	Russia
138) MODEL 80 BATTLE TANK	32	32	27	52	China
139) TYPE 90 BATTLE TANK	40	40	30	52	Japan
140) TYPE 74 BATTLE TANK	32	32	27	52	Japan
141) TYPE 61 BATTLE TANK	28	26	25	51	Japan
142) ARJUN BATTLE TANK	40	40	30	52	India
143) VIJANTA BATTLE TANK	40	36	27	52	India
144) M1A1 BATTLE TANK	40	40	30	52	USA
145) M60A3 BATTLE TANK	32	32	27	51	USA
146) MERKAVA3 BATTLE TANK	48	48	32	57	Israel

ARMORED PERSONNEL CARRIERS (APC) & MECHANIZED INFANTRY COMBAT VEHICLES (MICV)

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
147) SCORPION ARMORED PERSONNEL CARRIER	24	15	30	57	UK
148) FERRET ARMORED PERSONNEL CARRIER	12	09	27	54	UK
149) AMX-13 ARMORED PERSONNEL CARRIER	34	13	31	57	France
150) Rj pz2 ARMORED PERSONNEL CARRIER	49	17	34	38	Germany
151) BRDM2 ARMORED PERSONNEL CARRIER	31	13	31	37	Russia
152) BRDM1 ARMORED PERSONNEL CARRIER	25	11	28	32	Russia
153) EE-9 ARMORED PERSONNEL CARRIER	18	13	36	57	Brazil
154) ELADO 90 ARMORED PERSONNEL CARRIER	30	14	36	57	S. Africa
155) PT-76 ARMORED PERSONNEL CARRIER	24	10	28	52	Russia
156) MODEL 62 ARMORED PERSONNEL CARRIER	25	10	28	52	China
157) TYPE 60 ARMORED PERSONNEL CARRIER	20	10	28	52	Japan
158) CCVL ARMORED PERSONNEL CARRIER	52	18	34	58	USA
159) M-901 ARMORED PERSONNEL CARRIER	30	15	31	37	USA
160) COUGAR ARMORED PERSONNEL CARRIER	24	09	30	58	Canada
161) AML-60 ARMORED PERSONNEL CARRIER	32	12	30	57	Saudi Arabia
162) MCV-80 ARMORED PERSONNEL CARRIER	08	09	28	50	UK
163) FV-432 ARMORED PERSONNEL CARRIER	04	08	26	44	UK
164) AMX-10P ARMORED PERSONNEL CARRIER	08	08	28	50	France
165) VAB ARMORED PERSONNEL CARRIER	05	07	26	45	France
166) TH-495 ARMORED PERSONNEL CARRIER	32	15	34	44	Germany
167) MARDER A1 ARMORED PERSONNEL CARRIER	30	13	31	40	Germany
168) BMP-1 ARMORED PERSONNEL CARRIER	17	10	28	40	Russia
169) M-113 ARMORED PERSONNEL CARRIER	04	08	25	45	USA
170) BTR-60P ARMORED PERSONNEL CARRIER	04	05	25	45	Russia
171) EE-11 ARMORED PERSONNEL CARRIER	14	09	28	39	Brazil
172) RATEL 90 ARMORED PERSONNEL CARRIER	04	08	25	45	S. Africa
173) BMP-3 ARMORED PERSONNEL CARRIER	28	14	31	40	Russia
174) BMP-2 ARMORED PERSONNEL CARRIER	18	11	28	39	Russia



MILITARY TABLES (CONT'D)

ARMORED PERSONNEL CARRIERS (APC) & MECHANIZED INFANTRY COMBAT VEHICLES (MICV) (CONT'D)

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
175) MODEL 77 ARMORED PERSONNEL CARRIER	05	07	25	45	China
176) TYPE 88 ARMORED PERSONNEL CARRIER	29	14	31	40	Japan
177) TYPE 73 ARMORED PERSONNEL CARRIER	03	08	25	45	Japan
178) M2 ARMORED PERSONNEL CARRIER	28	14	31	40	USA
179) AAV7 A1 ARMORED PERSONNEL CARRIER	14	10	28	50	USA

SELF PROPELLED GUNS (SPG) AND ROCKET LAUNCHERS

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
180) MLRS ROCKET LAUNCHER	17	13	32	19	USA
181) M-109 SELF PROPELLED GUN	08	10	29	28	USA
182) AUF-1 SELF-PROPELLED GUN	08	11	29	28	France
183) BM-21 ROCKET LAUNCHER	10	10	29	18	Russia
184) G-6 SELF-PROPELLED GUN	13	14	32	28	S. Africa
185) VATRIUS SELF-PROPELLED GUN	02	08	26	24	S. Africa
186) 2S19 SELF-PROPELLED GUN	12	10	32	29	Russia
187) TYPE 75 SELF-PROPELLED GUN	08	11	30	28	Japan
188) ABBOT SELF-PROPELLED GUN	03	08	26	24	UK
189) M-7 SELF-PROPELLED GUN	04	06	26	24	Brazil



ANTI-AIR SYSTEMS

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
190) RAPIER SURFACE-TO-AIR MISSILE	19	11	31	37	UK
191) ROLAND 2 SURFACE-TO-AIR MISSILE	27	14	34	38	Germany
192) CROTALE SURFACE-TO-AIR MISSILE	22	11	30	37	France
193) AMX13DAC ANTI-AIR GUN	10	07	28	42	France
194) GEPARD ANTI-AIR GUN	16	11	31	47	Germany
195) SA-13 SURFACE-TO-AIR MISSILE	19	10	30	37	Russia
196) ZSU-23-4 ANTI-AIR GUN	08	08	28	42	Russia
197) ISTABAK ANTI-AIR GUN	09	08	28	42	S. Africa
198) SA-19 ANTI-AIR GUN	18	13	34	38	Russia
199) MODEL 63 ANTI-AIR GUN	08	08	28	42	China
200) PATRIOT SURFACE-TO-AIR MISSILE	22	16	29	38	USA
201) TYPE 81 SURFACE-TO-AIR MISSILE	19	11	31	37	Japan
202) M48 SURFACE-TO-AIR MISSILE	21	10	31	37	USA
203) M-163 ANTI-AIR GUN	08	08	28	42	USA
204) SA-8 SURFACE-TO-AIR MISSILE	21	10	30	37	Russia

MILITARY TABLES (CONT'D)

HELICOPTERS

Weapons Class	Offensive Power	Defensive Power	Speed of Unit Mobilization	Offensive Count	Country of Manufacture
205) GAZELLE HELICOPTER	51	20	67	43	UK
206) LYNX HELICOPTER	28	16	56	37	UK
207) Bo-105 HELICOPTER	51	20	66	43	Germany
208) CH-1 HELICOPTER	16	16	55	37	USA
209) Mi-24 HELICOPTER	53	20	67	43	Russia
210) Mi-17 HELICOPTER	48	16	56	37	Russia
211) SA-316 HELICOPTER	48	20	67	43	South Africa
212) Mi-28 HELICOPTER	53	24	78	44	Russia
213) UH-60 HELICOPTER	44	21	69	43	USA
214) Z-5 HELICOPTER	32	17	59	37	China
215) H-1 HELICOPTER	52	22	72	43	USA
216) AH-64 HELICOPTER	56	26	85	44	USA

THIRD WORLD WAR TUTORIAL

Turn 1

This tutorial is a follow-along guide to gameplay designed to lead you—step-by-step—from the **Main Menu** into a full-fledged battle. Use this tutorial to gain a better understanding of the game controls and how to use the different menus in the game. Good luck!

General Information

First insert the Sega CD and press the **START BUTTON**. Press the **START BUTTON** to bypass all the title screens. Use the **D-PAD** to select items from the various Command and Sub-Menus. Use **BUTTON C** to enter and confirm all your selections in the various Command and Sub-Menus.

Menu Screen

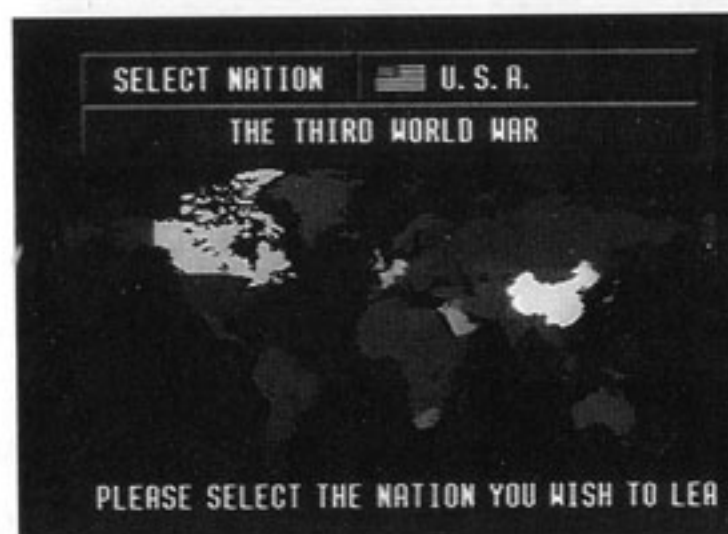


When you reach the **Menu Screen**, select **NEW GAME** and press the **START BUTTON**. You will then reach the **Scenario Screen**.

THIRD WORLD WAR TUTORIAL (CONT'D)



Here, highlight **THE THIRD WORLD WAR**, press the **START BUTTON** to enter your selection, and you will then reach the **Nation Select Screen**. Select **USA**. You will then be shown the **Scenario Introduction Screen**. Press the **START BUTTON** when finished (or to bypass). This will take you to the **Main Menu Screen**.



The game commences in April 1995. Initially, the United States is given four commands per turn. The number of commands remaining are displayed at the bottom of the **Main Menu Screen**. Each turn is worth one month's activity. Each month, additional funds will be allocated to your budget. Even without funds, the following commands are available to you:

1. Recruit troops
2. Execute and cancel treaties

Use the **D-PAD** to toggle between the various Command Menus (Military, Economic, International, National, Information, and Options), select **MILT** and press **BUTTON C** to call up the *Military Sub-Menu*.



Here the Military Sub-Menu will appear. Highlight **DEPLOY ABROAD** and press **BUTTON C** to access the menu. From the *Deploy Abroad Command Menu*, choose your destination, press **BUTTON C** and you will reach the **World Map Screen**.





THIRD WORLD WAR TUTORIAL (CONT'D)

Here, press the **D-PAD** to toggle through your choices of nations to attack (note the military and economic strength of the nations in the upper right hand corner). It is wise to choose a smaller, weaker nation to attack in the early stages of the game.

For the tutorial, we will choose Iraq. Press **BUTTON C** when Iraq is highlighted on the **World Map Screen**. Then choose a city. Since Iraq is small, Baghdad is your only choice. Press **BUTTON C** again to return to the *Forces To Deploy Sub-Menu* under **DEPLOY ABROAD**.

MILITARY ON	INTL	NATL	INFO	OPT.
RECRU TROOP	FORCES TO DEPLOY	ON 5		
DEVEL WEAP	DESTINATION	BAGHDAD	888K	
FORM UNITS	ARMIES MOBILIZED	16	58%	
SUPPO FORCE	SUPPORTING SHIPS	331	58%	
DEPLO ABROA	SUPPORTING PLANES	1300	43%	
AIR STRIK	SUPPORTING SATELLITES	88	5.88	
ARMY>	COST OF OPERATIONS	153.88	88	

Next, highlight **ARMIES MOBILIZED** and press **BUTTON C** to choose which armies you want to send into battle—the maximum number of armies you can deploy into any battle is 16 units. When the army number appears in pink, the army has been selected. After you've finished selecting all the armies you would like deployed, press **BUTTON B**. This will take you back to the *Forces To Deploy Sub-Menu* under **DEPLOY ABROAD**.

If you try to choose more than 16 armies, an error beep will sound, and additional armies will not be highlighted.



SUPPORTING SHIPS

MILT	ECON	INTL	NATL	INFO	OPT.
APR 1995	U. S. A.	MILT	SECON	5	
		SUPPORTING SHIPS	888K		
		TYPES	TOTAL / NUMBER OF TROOPS	81.88	
		AIRCRAFT CARRIERS	13 / 13	58%	
		SUBMARINES	121 / 30	43%	
		OTHER WARSHIPS	197 / 40	5.88	
ARMY>	2510	NAVY>	331	AIR>	4118
				SPACE>	88

Highlight **SUPPORTING SHIPS** and press **BUTTON C** to access the *Supporting Ships Sub-Menu*. When **AIRCRAFT CARRIER** is highlighted, press **BUTTON C** to enter the number of troops/carriers you wish to deploy. On the left will be the number your military has available. The right-hand side is where you input the number you would like to deploy. Press the **D-PAD UP/DOWN** to increase/decrease the numbers in increments of tens. Press the **D-PAD RIGHT/LEFT** to increase/decrease numbers by single digits. (Iraq is a strong opponent, so we suggest deploying all the forces you have available.)

After entering the number of units you want deployed, press **BUTTON C** to confirm entry. Next, highlight **SUBMARINES** and follow the above procedure to enter data.

Now select **OTHER WARSHIPS** and follow the above procedure to enter data.

When all entries are complete for Supporting Ships, press **BUTTON B** to return to the *Forces To Deploy Sub-Menu* for **DEPLOY ABROAD**. Highlight **SUPPORTING PLANES** and press **BUTTON C**. Press **BUTTON C** again to enter number of planes you want to deploy.



THIRD WORLD WAR TUTORIAL (CONT'D)

Remember: For every aircraft carrier you have deployed, you can take 100 planes into battle. Only when attacking an adjacent nation can you send in planes without aircraft carriers. When you reach the maximum number of planes deployable (based on the number of aircraft carriers you have deployed) you will not be able to enlist any more planes.

Now press **BUTTON C** to confirm entry and press **BUTTON B** to return to the *Forces To Deploy Sub-Menu* for **DEPLOY ABROAD**. (You may also deploy Supporting Satellites for your battles, but in this battle against Iraq, it will not be necessary, and the cost is prohibitive.)

At the bottom of the *Forces To Deploy Sub-Menu* is the total cost of the military operation. If your current budget is not sufficient to cover these military operations, you will still be able to launch an attack, but your GNP will decline.

Once you have checked to see that the amounts chosen are correct, press **BUTTON B** to return to the *Military Sub-Menu*.

A message of protest from other nations may appear. You can choose to go ahead with your attack, or cancel it on the *Confirm Command Menu*. Highlight **YES** and press **BUTTON C** to confirm entry. You will hear a light bleep to indicate your command has been relayed and you will go to the *Military Sub-Menu*.

You'll notice that your budget is now zero. Even though you have three commands remaining, we suggest you end your turn here. You may do this either by:

1. Going into the Options Menu (at the very right of the screen) and highlighting **END TURN**. Press **BUTTON C** and you will be given the opportunity to end your turn by highlighting **YES**, or take another chance by selecting **NO**.

2. Go to the **Main Menu Screen** and press the **START BUTTON**. The *End Turn Command Menu* will again appear. Choose **YES**. After you have completed your turn, the battle will begin.



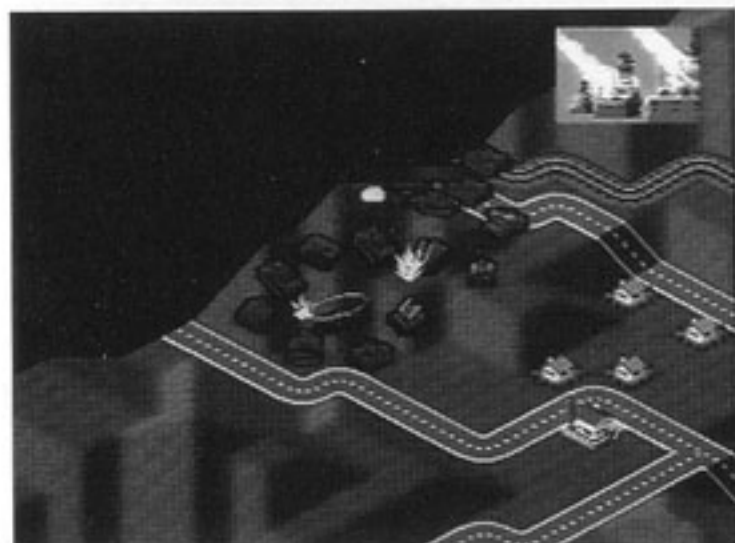
BAGHDAD		
ATTACKERS		DEFENDERS
8	SPY SATS	8
1388	PLANES	248
331	SHIPS	8
16	ARMIES	16
PRESS ANY KEY TO START	STOCKPILED WEAPONRY	

After a few brief messages, the **Forces Comparison Screen** will appear to provide you with statistics on the forces you have mobilized for the battle, and the number of units in your enemy's arsenal. Press **BUTTON A**, **B**, or **C** to commence the battle. The **Landing Battle Screen** will then appear.

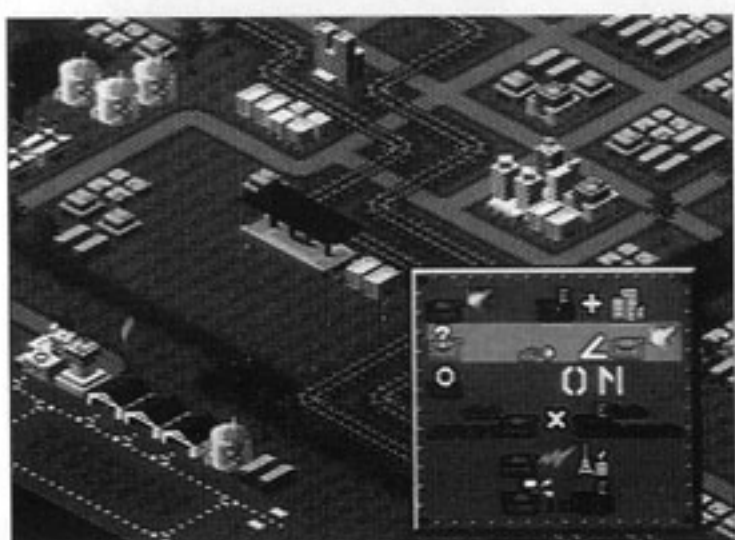


Here, windows of animation reflect the various forces you've deployed and a graphic layout of the forces deployed on either side (this information will determine your chances of successfully landing on enemy soil). If you manage to successfully land on enemy soil, you will automatically proceed to the **3/4 View Battle Screen**.

THIRD WORLD WAR TUTORIAL (CONT'D)



This is a 3/4 bird's-eye view battle map. Your forces' statistics and the enemy's statistics will appear on this screen when you first start the battle. This information will let you know how strong each tank is, the number of units associated with that tank and exactly what supporting forces have been deployed.



Press the **START BUTTON** to begin the battle.

Now choose your target. First, place the cursor over terrain and press **BUTTON C**. The *Battle Command Menu* will then appear. From here, select the enemy target. Use the **D-PAD** to move through the various command lines, then press **BUTTON C** to toggle through the options.

Next, choose whether to emphasize firing over mobility, or movement over firing (we suggest having firing be a priority).

Now choose whether you want the damage graphs to appear during battle (until you're more familiar with the game, we suggest keeping this option on).

The fourth line will display both sides' statistics. It is a good idea to refer back every now and again to get an up-to-date status on the battle.

The fifth line will bring your support forces into play. When you're ready for help, highlight this command line and press **BUTTON C**. A window will appear to give you the choice of satellite, air, or naval support. Press **BUTTON C** when you're ready to implement your support forces.

The sixth command allows you to retreat—only use this when you are most desperate. Press **BUTTON B** when you are ready to exit this command window.

Next, place the cursor over one of your lead tanks and press **BUTTON C**. A unit command menu will then appear. Highlight the third line, which will get all the tanks to move together, and press **BUTTON C**. You will notice that your blue cursor has changed to green (and all action on the screen has temporarily stopped). This allows you to indicate the target location for your tanks to attack. Use the **D-PAD** to scroll to where the enemy tanks are, place the cursor over an enemy tank and press **BUTTON C** to relay your command.

When you highlight the fire command, the cursor will turn yellow, and all action will stop until the target has been indicated by moving the cursor to an enemy tank and pressing **BUTTON C**. Here you can direct specific tanks to specific enemy targets, and give individual orders to shoot.



THIRD WORLD WAR TUTORIAL (CONT'D)

When the battle is over, a message will be given. In this case, you should have won.

It is now May 1995. You are one turn and one month into the game and you have been allotted your monthly budget.

This should get you started. Continue the game using a combination of economic and military maneuvers to conquer the world. Remember, investments made early on in the game will pay off later. Whenever you have additional funds, invest in your nation's industry. This will help you develop more powerful weapons later on in the game.

TURN 2—MAY 1995

Repeat the above steps and attack Libya.

TURN 3, 4, 5—JUNE, JULY, AUGUST 1995

In order to increase your budget, you may want to choose to end a number of turns in a row without any commands. This will increase your operating revenue.

At the Main Menu press the **START BUTTON**. Highlight **YES** in the *End Turn Command* and press **BUTTON C**. Repeat this procedure for all three turns.



TURN 6—SEPTEMBER 1995

MILT	ECON	INT	DOMESTIC POLICY	FO	OPT.
APR 1995	U.S.	DEVELOP INDUSTRY		5	ECON 5
		INCREASE TAX REV.		223000K	
		BOOST LAW/ORDR		5681.08	
		MANIPUL MEDIA		58%	
		LEVEL OF INTL TRUST		43%	
		BUDGET AVAILABLE		68%	65.08
ARMY>2510		NAVY>331	AIR>411	SPACE>88	
COMMANDS REMAINING:4					

While the pay-off may not appear immediately, we suggest you invest money in developing your nation's industries. Now that you have some additional funds, it would be wise to invest. **DEVELOPING INDUSTRY** requires a minimum investment that varies based on what country you are.)

Highlight **NATL** and press **BUTTON C** to enter the National Sub-Menu. Highlight **DEVELOP INDUSTRY** and press **BUTTON C**. Use the **D-PAD** to enter the amount you wish to invest. Invest at least \$30 billion. Press **BUTTON C** when the amount is entered. The *Confirm Command Menu* will appear. Highlight **YES** and press **BUTTON C** to confirm.

You have three commands remaining. Go into the *Military Sub-Menu* and select **AIR STRIKES**. Now try launching a cruise missile on Tokyo. First select the **TARGET** and select **JAPAN**. Press **BUTTON C**. The list of cities available will appear. Select **TOKYO**. Now select **CRUISE MISSILE**. Highlight **YES** on the *Confirm Command Menu* and press **BUTTON C**.



TURN 6—SEPTEMBER 1995 (CONT'D)

Use your remaining two commands to launch two more cruise missiles on Tokyo. Only one missile may be launched at a time.

When finished, press **BUTTON B** to return to the *Main Menu* and press the **START BUTTON**. Highlight **YES** in the *End Turn Window* and press **BUTTON C**. You will now see your missiles launch on the **World Map Screen**. Whether or not they reach their destination will depend on your nation's level of technological military developments.



TURN 7—OCTOBER 1995

Highlight **ECON** and press **BUTTON C**. Select **FOREIGN INVESTMENT**. Select the nation you want to make your investment in—select **IRAQ** and **BAGDAD** as the city. Now input the investment amount using the **D-PAD**. Highlight **YES** on the *Confirm Command Menu* and press **BUTTON C**.

A graph displaying Baghdad's economic and industrial status will appear. These graphs will decrease depending upon the amount you invest. You have no money remaining in your budget. You can recruit troops without financial backing. You can recruit up to 1,000 men without any finances.



To recruit troops, select the *Military Sub-Menu*. Now select **RECRUIT TROOPS**. When the number to recruit is highlighted, press **BUTTON C**. Use the **D-PAD** to enter 1,000 men and press **BUTTON B** when you're finished. Confirm your command on the *Confirm Command Menu* and press **BUTTON C**.

Press **BUTTON B** to return to the **Main Menu Screen**. You still have two commands left, but we suggest ending your turn so you will have access to the next month's budget.

Press the **START BUTTON** and the *End Turn Window* will appear on the screen. Highlight **YES** and press **BUTTON C** to end your turn.

TURN 8—NOVEMBER 1995

Launch a military attack on South Africa.



NOTES OF WORLD DOMINATION

Blank lined paper for writing.



NOTES OF WORLD DOMINATION

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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